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Coding in scratch games workbook pdf

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Perfect for 6-9 year olds who are new to coding, this visual workbook is a fun way to learn Scratch, a free computer language. It'll take kids from playing games to making them, with easy steps and cool pixel art. They can create their own games like soccer, ghost hunts, bouncing melons, or reaction tests on their desktop or laptop with just Adobe 10.2 or later and an internet connection for downloading Scratch 2.0. If not downloading, they can do coding online at . The book guides kids to make their own Scratch Cat soccer game, design a ghost hunt with a flying witch, animate a bouncing melon, or build a reaction test game. They share the finished games with friends and see how well they score. There's also a quiz at the end of each project to test coding knowledge in vocabulary and programming questions. This book supports STEM education initiatives by teaching kids to think creatively, work together, and reason systematically. It's becoming an essential skill, and DK's computer coding books have fun exercises with step-by-step guidance for building vital skills in computer programming. With Scratch 3.0 out now, this guide is fully updated for beginner coders. Coding teaches valuable life skills like solving problems, designing projects, and communicating ideas while creating games to play with friends. The visual approach makes even the most complicated coding concepts easy to understand, teaching the fundamentals of computer programming and how to code through practical tasks. Kids can build single or multiplayer platform games, puzzles, memory games, race through mazes, add animation, and more. It supports STEM education initiatives and the maker movement. Follow simple steps, improve your skills, and share your games with this book! Create Your Own Computer Games: A Fun Introduction to Scratch Coding for Kids! Join the fun! This interactive workbook guides you through building eight cool games using Scratch 3.0. Learn essential coding concepts step-by-step, with visual samples and easy-to-follow instructions. Get ready to: * Set the scene for an amazing game * Discover objects, rules, and goals * Explore hacks and tweaks, camera angles, fine-tuning, and controls * And much more! As you progress, you'll learn how to think creatively, work collaboratively, and reason systematically. This book is perfect for kids ages 6-9 who are new to coding. All you need is a desktop or laptop with Adobe 10.2 or later, and an internet connection to download Scratch 3.0. You can even do it without downloading on ! Get creative and make your own: * Scratch Cat soccer game * Ghost hunt featuring a flying witch * Bouncing melon animation * Reaction speed test game Test your coding knowledge with written vocabulary and programming quizzes at the end of each project. Then, share your finished games with friends to see who can score the highest! This book is part of DK's computer coding series for kids. Add "Coding Projects in Scratch" and "Coding Projects in Python" to your collection! Learn how to think creatively, work collaboratively, and reason systematically, which is rapidly becoming a highly sought-after skill. These books on computer coding from DK are filled with fun exercises accompanied by step-by-step guidance, making them an ideal starting point for developing essential skills in computer programming.